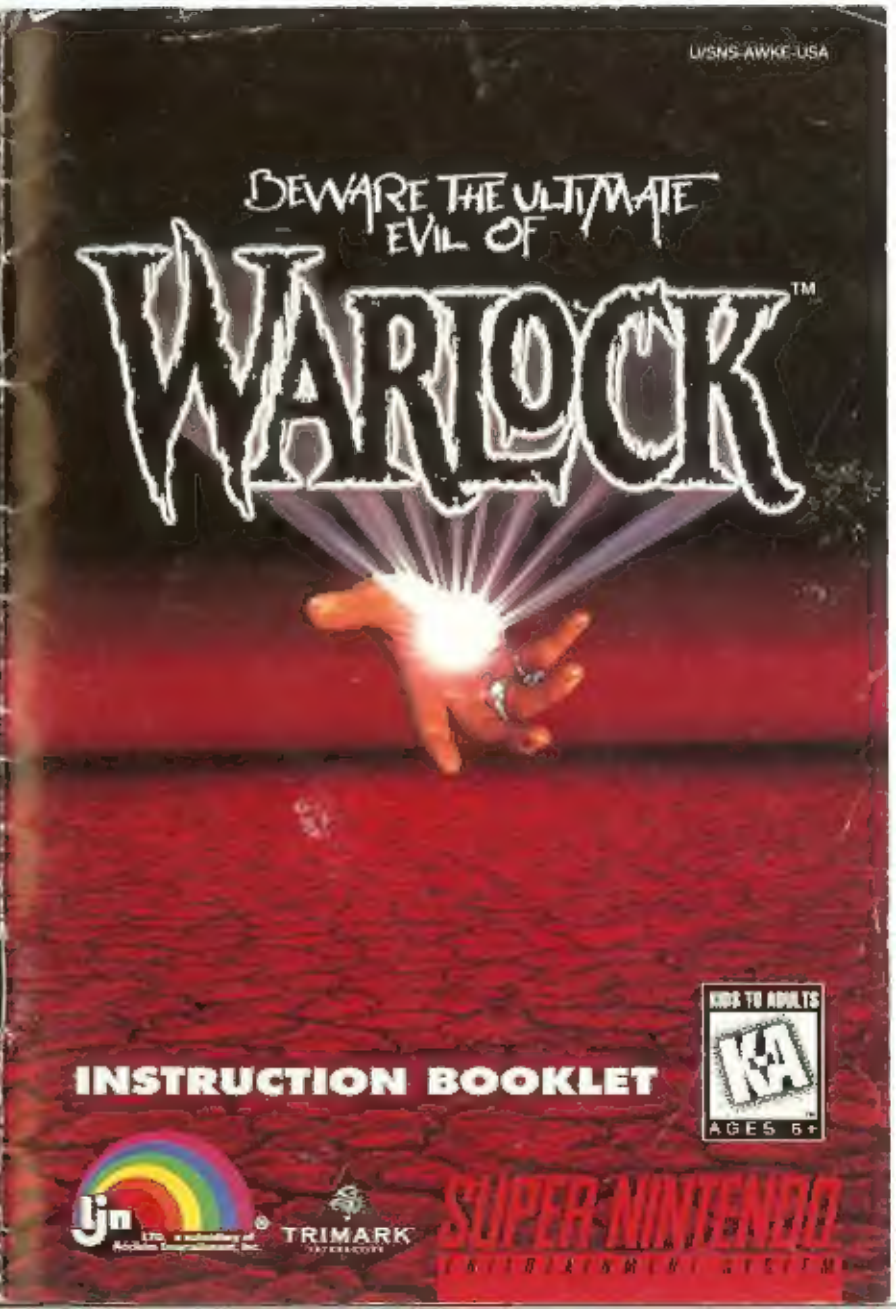
STARGATE™ TM & © 1994 Le Studio Canal. Screens shown from Super NES version.
Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771
THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

PRINTED IN USA

LJSNS-AWKE-USA

BEWARE THE ULTIMATE EVIL OF

WARLOCK™



KIDS TO ADULTS
K-A
AGES 6+

INSTRUCTION BOOKLET

ljn LTD. a subsidiary of Acclaim Entertainment, Inc.

TRIMARK INTERACTIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

CONTENTS

The Book 3

Before you Begin your Quest.....4

Playing WARLOCK™ 6

Controlling the Hero 8

Pick-Ups.....9

Spells 10

Levels.....13

THE BOOK

Once every millennium, when the sun aligns with the moon, the Evil One sends to Earth his only son — the Warlock — to gather six ancient druid runestones scattered through time and across the continents. When all six are assembled, they wield the ultimate power — the power to unravel creation! You — the Hero — are a modern druid warrior, charged with preventing the Warlock from assembling the runestones, and with restoring the light of day to the mortal world. You must use the powers inherited from your druid ancestors to find all six runestones before the Warlock, or the world will forever dwell in darkness. Proceed with caution, for the Warlock will do all within his power to impede your progress. Be ready to meet ghastly ghouls and demons for which thou hast no preparation... Good Luck!

BEFORE YOU BEGIN YOUR QUEST...

LOADING:

1. Make sure the power switch is OFF.
2. Insert the WARLOCK™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.
3. Turn the power switch ON.

When the WARLOCK™ title screen appears, you will see two choices, BEGIN and PREPARATIONS. Press UP or DOWN on the CONTROL PAD to highlight your choice. If no option is chosen, the WARLOCK™ story scrolls. To start a game right away, press the START BUTTON when BEGIN is highlighted.

To set game play options, use the CONTROL PAD to highlight the PREPARATIONS option, then press the START BUTTON. You will then come to a screen with the four game play options. To select a particular option, press UP or DOWN on the CONTROL PAD to move the orb cursor next to the option you wish to modify, then press the A, B, X or Y BUTTON to select or change options.

MUSIC: Choose whether you wish to play with music On or Off.

STEREO: Choose whether you wish to have stereo sound On or Off.

CONTROLS: Choose your desired controller configuration from among four settings. Press UP or DOWN on the CONTROL PAD to scroll through to the desired configuration. Press the START BUTTON to exit this option and return to the options screen.

PASSWORD: At the end of some levels, the Book will give you a five letter password, allowing you to resume play at the beginning of the next level without having to return to the very beginning of the game. After selecting PASSWORD, the screen will read "INSCRIBE YE PASSWORD".
To enter a password, press LEFT or RIGHT on the CONTROL PAD until the desired letter is displayed, then press the A, B, X or Y BUTTON to enter it. Repeat this procedure until the desired password is complete. When a correct password is entered, the words "AND YE SHALL PASS" will appear at the bottom of the screen. Press the START BUTTON to begin playing at the level associated with the entered password.

If no password has been set and you are satisfied with your settings, press the START BUTTON to return to the title screen, then press the START BUTTON again to begin playing WARLOCK™.

playing WARLOCK™

You — the Hero — are a modern druid warrior, possessed of all the tools and magic powers needed to traverse the worlds and defeat the Warlock. Your objective: to gather all six sacred runestones before the Warlock, and ultimately defeat him. Travel through time via portals. The portals will not open at the end of the level unless you have found the runestone needed to continue to the next level.

The information bar at the top of the screen displays the runestones which you have collected, what your health is, and which spells are being held. The face in the middle deteriorates as the hero's health withers. When the face becomes a skull, you will die. When a healing spell is cast, the face is partially restored. When a revival spell is cast, the face restores completely. Next to the face is the spell window, which may be changed by pressing the LEFT or RIGHT TRIGGER buttons. The spell that appears in that window is the spell that will be cast when you press the spell casting button. Just to the right of the spell window is the spell count, which indicates the quantity of any particular type of spell being carried.

The information bar starts with six empty slots across its length. These slots fill with runestones as they are collected.

The Book screen appears at certain points in the game to warn of danger to come, or to give a password.

CONTROLLING THE HERO

(Default Settings)

Run
Press LEFT or RIGHT on the CONTROL PAD.

Kneel
Press DOWN on the CONTROL PAD.

Magic Blast
Press the A BUTTON. Hold UP on the CONTROL PAD and press the A BUTTON to fire up diagonally. When in the air, hold DOWN on the CONTROL PAD and press the A BUTTON to fire down diagonally.

Jump
Press the B BUTTON.

Drop and Roll
Press the B BUTTON while holding DOWN on the CONTROL PAD or, while running, hold DOWN diagonally.

Cast a Spell
Press the LEFT or RIGHT TRIGGER buttons to put the desired spell into the spell window. Press the X BUTTON to cast the spell.

Controlling The Orb
The Orb allows the Hero to attack enemies that are too high or low to be hit by a magic blast, or to pick up spells from a distance. To use the Orb, hold the Y BUTTON and press any direction on the CONTROL PAD. Each direction has a specific motion pattern.

PICK-UPS

LEVITATION CRYSTAL

Simply by coming into contact with a blue levitation crystal, you will gain the temporary power to levitate. Repeatedly pressing the jump button helps increase the height.

JUKE POTS

Hidden in the Wizard's Castle, and in the mountainous regions, are pots of liquid fire. These temporarily give the blaster twice its usual power. These may be picked up by kneeling while standing over them, rolling into them, or directing the orb into them.

SPELLS

You may collect certain spells for use at the appropriate moment by kneeling while standing over the spell, or rolling into it. You may also collect spells by directing your orb into them. Up to 9 spells of any particular kind may be carried. The spell window in the status bar shows the current spell. You may bring spells into the window by pressing the LEFT or RIGHT TRIGGER buttons, and cast the current spell by pressing the X BUTTON. As spells are cast they are deducted from the Hero's inventory.

PLEASE NOTE: There are seven types of spells which you can pick up during your quest. The name and description of each spell is provided below. The picture to the left represents the spell as seen during the game. The picture to the right is the icon that you will see on the status bar.

WEAK SMART BOMB

(Brown skull)

Destroys living creatures such as the giant tarantula, elves, and bats.

Strong Smart Bomb

(Glass Energy Globe)

Destroys both living and undead creatures. However, certain creatures, such as the undead horseman, the dragon, and the Warlock himself, are very powerful and, hence, very difficult to destroy.

Healing

(Bubbling Vial)

Partially restores health when cast.

Revival Spell

(Glowing blue energy)

Restores health completely when cast. If you die with a Revival spell in your inventory, the spell automatically revives you at the last checkpoint.

Protection

(Orbiting Prisms)

A rare spell. When cast, causes prisms to orbit the Hero, affording you some protection from small, slow enemies. The prisms are depleted as they collide with enemies.

Tremor

(The Staff)

When cast, causes the earth to tremor. Often used to shake loose hidden levitation crystals, loose stone-work, or other elements of the local geography.

Time Reversal

(The Sundial)

Casting this spell will send you back in time to the location where it was found. This spell is not collectible with the orb, but if you die with a Revival spell in the inventory then you will be returned to the spot where the spell was collected. This spell expires when you go to a new location.

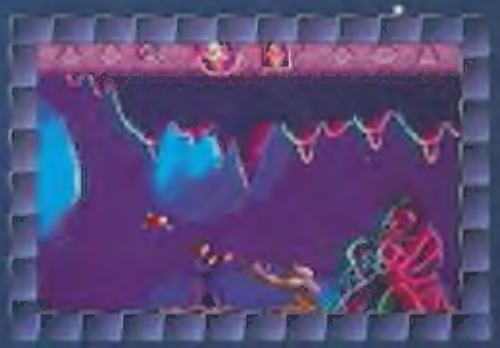
LEVELS

NEW ENGLAND

Your quest begins in a quiet New England town, complete with a quaint covered bridge and an old library. It is in the library that you will find the first runestone—but first you must conquer the evil undead that the dual eclipse has unleashed. They must be destroyed, but beware! Destroying the undead once is not enough. Should you master these minions, you will soon come face to face with your foe—the Warlock himself! His powers are many and his evil supreme. You will need all the magic you can muster to keep the Warlock from collecting the first runestone.

THE CAVERN BELOW THE LAKE

The quest has led you to the Castle of the Wizard, but before you can reach it, you must brave the enchanted grounds that surround it. You find yourself in a dank cavern deep below a festering lake. The cavern is alive with deadly dripping ooze and fierce dragon-like creatures that breathe scorching fire. It is here that a second runestone awaits, if you are able to fend off the bats, slime monsters, and giant tarantulas that are ready to feast on you.



A GRIM GARDEN

The night is cold and a driving rain pours down. Nearing the castle after escaping the cavern with the second runestone, you find yourself in a vast garden filled with once-elegant statues of griffins, gargoyles and renowned archers. When the Warlock suddenly appears, the statues come to life! The animated alabasters are not easily defeated, as the Warlock tries to reach the runestones in the Wizard's castle before you. You will have to search for a way to best the brittle battlers in order to go. . .

INSIDE THE WIZARDS CASTLE

Once inside the enormous castle, the quest for the third runestone begins in earnest. There are many dangers to overcome inside these chilly walls of stone, and in the eerie sewers beneath them. This castle will be your tomb unless you are able to overcome such terrors as walking suits of armor, demon ghosts, swinging ax blades and sinister pools of deadly ooze. Your host is eager for your end, as is your nemesis, the dreadful Warlock.

You may be able to find the third runestone, but will you triumph over the evil orbs, menacing hooded figures and hellish furnaces long enough to face the Wizard and the Warlock? If you have a prayer of finding the fourth runestone, you must overcome these ghoulish obstacles!

The Cemetery

You've proven yourself a worthy successor to those ancient druids who came before you. Now, however, you walk among the uneasy ancestors of the damned. Frightful warriors come back to life to fight once again—against you! Horsemen and vultures compete to finish you off before the Warlock himself can! Yet you fight on, your quest bringing you to the inner sanctum of doom itself—the mausoleums and catacombs where the moldering bones of ancients bear witness to your valiant battle with a Water Demon, Ooze monsters, and, once again, the Warlock! It is among them that the fifth runestone is to be found.

The Mountains

High up in the dark and forbidding crags of a distant mountain range, a once vital monastery lays in ruins. To find the last runestone you must travel a great distance and face the most fearful foes of your quest. Dark forces are weaving the blackest magic to aid the Warlock and unleash the powers of doom.

First, you must battle across several mountains and bridges, some guarded by awful Dark Elves. This evil land is the Dragon's range, so mind ye well the sound of flapping wings! If you make it as far as the caves, you'll soon know the wrath of the Water Demon and other dark minions. You somehow must make your way past this hazard in order to reach the ancient ruins that lie just ahead. It is here that the battle for the last runestone will be fought, and the fate of the future decided. Work well, my young friend. You would do well to fear what lies ahead!

The Underworld

In a land not of this world, all the forces of evil are summoned to wrest the stones from you. The Beast, a creature from the darkest nightmare, is ready to grasp your very soul to his foul purpose! There may be other monsters to master, but they are only the servants of that spawn of pure evil, the Warlock. It is his raging power that you must conquer using every spell and bit of trickery you can command.

At last, the world is almost free of this wickedness!

NOTES

LJN, LTD. LIMITED WARRANTY

LJN, Ltd. (LJN) warrants to the original purchaser only of this LJN software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This LJN software program is sold "as is," without express or implied warranty of any kind, and LJN is not liable for any losses or damages of any kind resulting from use of this program. LJN agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any LJN software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the LJN software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LJN. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL LJN BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS LJN SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

LJN Hotline/Consumer Service Department (516) 624-9300
Marketed by LJN, LTD. Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, N.Y. 11771
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LJN is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved.

Warlock™. Developed by Realtime Associates for Tomark Interactive © 1994 Tomark Interactive.
STARGATE™ TM & © 1994 Le Studio Canal+ (U.S.). All Rights Reserved. TM designates a trademark of Le Studio Canal+ (U.S.) Developed by Probe Software Ltd.